FEATS*

1ST

2ND

3RD

4TH

5TH

6TH

7TH

* AND FLAWS

CLASS ABILITIES

RACIAL ABILITIES*

* AND QUIRKS

CHARACTER BACKGROUND

WHAT IS YOUR PERSONALITY?

WHAT DID YOU DO IN YOUR LIFE BEFORE YOU BECAME AN ADVENTURER?

WHERE ARE YOU FROM AND WHAT ARE YOUR CONNECTIONS TO YOUR ORIGIN?

WHAT IS YOUR FAMILY LIKE?

WHAT DO YOU LOOK LIKE? (INCL. ANYTHING NOTICEABLE)

WHAT DO YOU LIKE AND DISLIKE? (INCL. HOBBIES & PHOBIAS, IF ANY)

WHAT WOULD YOU NEVER DO? (ETHICS)

WHAT WOULD YOU LIKE TO ACHIEVE IN THE FUTURE? (PERSONAL AIMS AND DREAMS)

WHO DO YOU LOVE AND HATE?

WHO ARE YOUR BEST FRIENDS AND WORST ENEMIES?

HOW RELIGIOUS ARE YOU?

WHAT ARE YOUR PRIZED POSESSIONS?

QUOTES:

ADDITIONAL NOTES:

INFORMATIONS / STATS

PLAYER NAME:

CAMPAIGN:

DATE CREATED:

DUNGEON MASTER:

IN CASE OF LOSS, PLEASE RETURN TO:

AS A REWARD: $

ALTOUGH THIS PART OF THE SHEET IS NOT NEEDED TO PLAY D&D, IT IS RECOMMENDED TO USE IT. IT WILL GIVE YOU A BETTER IDEA OF YOUR CHARACTERS GENERAL BEHAVIOUR, REACTIONS AND ATTITUDES. AFTER ALL, THIS IS A SO CALLED ROLE-PLAY. (BUT KEEP IN MIND, YOUR CHARACTER IS JUST A FICTIONAL CONSTRUCT DEFINED BY NUMBERS.)

Dungeons&Dragons 3.5 Character Record Sheet by C. Eulig

4TH NOV. 2007 *

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CHARACTER NAME

RACE / SUBTYPE

HEIGHT / SIZE

AGE / BIRTHDAY

GENDER

ALIGNMENT

WEIGHT

ORIGIN

RESIDENCE

PATRON / DEITY

SKIN

LANGUAGES (INITAL LANGUAGES: AUTOMATIC + HOME REGION + ONE PER INT MODIFIER)

EYES

HAIR

CLASS	HIT DIE	LEVEL
1		
2		
3		

LEVEL ADJUSTMENT

EFFECTIVE CHARACTER LEVEL

CHARACTER SKETCH / SYMBOL

	ABILITY SCORE	ABILITY MODIFIER	BASE SCORE	LEVEL ADV.	MAG. ENH.	DMG./ DRAIN
STR STRENGTH			=	+	+	–
DEX DEXTERITY			=	+	+	–
CON CONSTITUTION			=	+	+	–
INT INTELLIGENCE			=	+	+	–
WIS WISDOM			=	+	+	–
CHA CHARISMA			=	+	+	–

1

2

3

1. MODIFIERS, 2. RACIAL & AGING, 3. DRAIN & DAMAGE

EXPERIENCE POINTS

PENALTY

TOTAL HIT POINTS

TEMP. HIT POINTS

MASSIVE DAMAGE

CURRENT HITPOINTS NONLETHAL DAMAGE

HEALING RATE

	TOTAL	ABILITY MODIFIER	MAGIC MOD.	MISC. MODIFIER	TEMP. MOD.	BASE SAVES 1	2	3
FORTITUDE CONSTITUTION		=	+	+	+	+	+	+
REFLEX DEXTERITY		=	+	+	+	+	+	+
WILL WISDOM		=	+	+	+	+	+	+

1

2

3

1. CONDITIONAL MODIFIERS, 2. RESISTANCES, 3. IMMUNITIES

ACTION POINTS

	TOTAL	ABILITY MOD.	MISC. MODIFIER	TEMP. MOD.
INITIATIVE DEXTERITY		=	+	+

CURRENT INITIATIVE

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☐☐☐☐☐☐☐☐☐☐

ROUNDS PASSED

	TOTAL	ABILITY MODIFIER	SIZE MOD.	MISC. MODIFIER	BASE ATTACK BONUSES 1	2	3
MELEE STRENGTH		=	+	+	+		
RANGED DEXTERITY		=	+	+	+	+	+
GRAPPLE STRENGTH		=	+	+	+		

ADDITIONAL ATTACKS AT TOTAL B.A.B. -5 -10 -15

ATTACKS

		ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
0	*Unarmed Strike*						
1							
2							
3							
4							
5							

NOTES / CONDITIONAL MODIFIERS

I ○○○○○ ○○○○○ ○○○○○
○○○○○ ○○○○○ ○○○○○

II ○○○○○ ○○○○○ ○○○○○
○○○○○ ○○○○○ ○○○○○

III ○○○○○ ○○○○○ ○○○○○
○○○○○ ○○○○○ ○○○○○

AMMUNITION

ARMOR CLASS			ARMOR BONUS	SHIELD BONUS	NATURAL ARMOR	DEX. MODIFIER	DEFLECT. BONUS	SIZE MODIFIER	MISC. MOD.	TEMP. MOD.
	=	10	+	+	+	+	+	+	+	+

1

2

3

1. ARMOR & PROTECTIVE ITEMS, 2. PROTECTIVE ABILITIES, 3. DAMAGE VULNERABILITIES

TOUCH ATTACKS	FLAT FOOTED	TOTAL DEFENSE	DAMAGE REDUCT.	MAX. DEX.	MISS CHANCE	SPELL FAILURE	CHECK PENALTY	SPELL RESIST.	POWER RESIST.

SKILLS

MAX. RANKS LVL+3
CROSSCLASS: RANKS/2

/

1 2 3	CORRESPONDING CHARACTER CLASS	MODIFIER	TOTAL	ABILITY	RANKS	FEATS & RACIAL	ITEMS & MISC.
○○○	APPRAISE ■	INT		=	+	+	+
○○○	AUTOHYPNOSIS	WIS		=	+	+	+
○○○	BALANCE* ■	– DEX		=	+	+	+
○○○	BLUFF ■	CHA		=	+	+	+
○○○	CLIMB* ■	– STR		=	+	+	+
○○○	CONCENTRATION ■	CON		=	+	+	+
○○○	CRAFT ■ ( )	INT		=	+	+	+
○○○	CRAFT ■ ( )	INT		=	+	+	+
○○○	DECIPHER SCRIPT	INT		=	+	+	+
○○○	DIPLOMACY ■	CHA		=	+	+	+
○○○	DISABLE DEVICE	INT		=	+	+	+
○○○	DISGUISE ■	CHA		=	+	+	+
○○○	ESCAPE ARTIST* ■	– DEX		=	+	+	+
○○○	FORGERY ■	INT		=	+	+	+
○○○	GATHER INFORMATION ■	CHA		=	+	+	+
○○○	HANDLE ANIMAL	CHA		=	+	+	+
○○○	HEAL ■	WIS		=	+	+	+
○○○	HIDE* ■	– DEX		=	+	+	+
○○○	INTIMIDATE ■	CHA		=	+	+	+
○○○	JUMP* ■	– STR		=	+	+	+
○○○	KNOWLEDGE ( )	INT		=	+	+	+
○○○	KNOWLEDGE ( )	INT		=	+	+	+
○○○	KNOWLEDGE ( )	INT		=	+	+	+
○○○	KNOWLEDGE ( )	INT		=	+	+	+
○○○	KNOWLEDGE ( )	INT		=	+	+	+
○○○	LISTEN ■	WIS		=	+	+	+
○○○	MOVE SILENTLY* ■	– DEX		=	+	+	+
○○○	OPEN LOCK	DEX		=	+	+	+
○○○	PERFORM ( )	CHA		=	+	+	+
○○○	PERFORM ( )	CHA		=	+	+	+
○○○	PROFESSION ( )	WIS		=	+	+	+
○○○	PSICRAFT	INT		=	+	+	+
○○○	RIDE ■	DEX		=	+	+	+
○○○	SEARCH ■	INT		=	+	+	+
○○○	SENSE MOTIVE ■	WIS		=	+	+	+
○○○	SLEIGHT OF HAND*	– DEX		=	+	+	+
○○○	SPEAK LANGUAGE	INT		=	+	+	+
○○○	SPELLCRAFT	INT		=	+	+	+
○○○	SPOT ■	WIS		=	+	+	+
○○○	SURVIVAL ■	WIS		=	+	+	+
○○○	SWIM* ■	2 × – STR		=	+	+	+
○○○	TUMBLE*	– DEX		=	+	+	+
○○○	USE MAGIC DEVICE	CHA		=	+	+	+
○○○	USE PSIONIC DEVICE	CHA		=	+	+	+
○○○	USE ROPE ■	DEX		=	+	+	+
○○○				=	+	+	+
○○○				=	+	+	+
○○○				=	+	+	+
○○○				=	+	+	+

■ DENOTES A SKILL THAT CAN BE USED UNTRAINED
○ CHECK IF THE SKILL IS A CLASS SKILL FOR YOUR CHARACTER
* ARMOR CHECK PENALTY, IF ANY, APPLIES (DOUBLE PENALTY FOR SWIM)
USE THE CORRESPONDING LINE TO NOTE THE ARMOR CHECK PENALTY MODIFIER

ARMOR & PROTECTIVE ITEMS

	Type	AC Bonus	Max. Dex.	Check Penalty	Spell Failure	Speed
1					%	ft.
2					%	ft.
3					%	ft.
4					%	ft.

MAGIC / PSI

			Ability Modifier		Points / Day		Misc. Mod.
Power Points		=		+		+	
Save DC Modifier		=		+	10	+	

School / Domain(s) / Discipline

Prohibited Schools

Current Points

Save DC	Spell Level	Total Spells		Spells / Day		Ability Bonus		Bonus Spells	Total Known
	0		=		+	0	+		
	1st		=		+		+		
	2nd		=		+		+		
	3rd		=		+		+		
	4th		=		+		+		
	5th		=		+		+		
	6th		=		+		+		
	7th		=		+		+		
	8th		=		+		+		
	9th		=		+		+		
	10								
	11								
	12								
	13								
	14								
	15								
	16								
	17								

Modifiers

EQUIPMENT & INVENTORY

	Location	Value	Weight
	Head		
	Face		
	Neck		
	Shoulders		
	Torso		
	Arms		
	Hands		
	Finger		
	Finger		
	Waist		
	Legs		
	Feet		
	Armor		
	Shield		
	Hand		
	Offhand		
	Total		

NOTES

LIFTING

		Max. Dex. Bonus	Check Penalty	Run
Light		-	-	-
Medium		+3	−3	×4
Heavy		+1	−5	×3

Lift over head (Maximum Load)

Lift off ground (2× Max. Load)

Push / Drag (5× Max. Load)

MOVEMENT

	Rate		Rate
Base Speed		One Minute Walk	
Swim Speed		One Min. Hustle	
Flying Speed		One Min. Run (×3)	
One Round Walk		One Min. Run (×4)	
One Rnd. Hustle		One Hour Walk	
One Rnd. Run (×3)		One Hour Hustle	
One Rnd. Run (×4)		One Day Walk	

WEALTH

Platinum:

Gold:

Silver:

Copper:

Gems:

SP. ABILITY*

			Ability Modifier		Level		Misc. Mod.
Modifier or Points		=		+		+	

* Lay on Hands, Wild Empathy, Trip, Feint, et al.

Points

PROFICIENCIES

Armor:
- ○ Light
- ○ Medium
- ○ Heavy
- ○ Shields
- ○ Tower S.

Weapons:
- ○ Simple
- ○ Martial
- ○ Specific:

TURN UNDEAD

					Ability Mod.		Level		Misc. Mod.
Times / Day		=	3	+			+		
Check		+	d20	=			+		
Damage		+	2d6	=		+		+	

Modifiers

Most Powerful Undead Affected

0	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22+
−4	−3	−2	−1	Level	+1	+2	+3	+4

SPELLS / POWERS

Short: 25ft. + 5ft./2 lvl		Medium: 100ft. + 10ft./lvl		Long: 400ft. + 40ft./lvl	

0 — no psionic powers at this level

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○	○	○
○	○	○
○	○	○

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1 — power point cost: 1

○	○	○
○	○	○
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○	○	○
○	○	○
○	○	○
○	○	○

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2 — power point cost: 3

○	○	○
○	○	○
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○	○	○
○	○	○
○	○	○
○	○	○

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3 — power point cost: 5

○	○	○
○	○	○
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○	○	○
○	○	○

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4 — power point cost: 7

○	○	○
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○	○	○
○	○	○
○	○	○

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5 — power point cost: 9

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

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6 — power point cost: 11

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

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7 — power point cost: 13

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

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8 — power point cost: 15

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

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9 — power point cost: 17

○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○
○	○	○

spells prepared

spontaneous spells casted: ☐☐☐☐☐☐☐☐☐☐☐☐

Schools: Abjuration (Abj), Conjuration (Con), Divination (Div), Enchantment (Enc), Evocation (Evo), Illusion (Ill), Necromancy (Nec), Transmutation (Tra)
Range: Personal (Pe), Touch (To), Close (Cl), Medium (Me), Long (Lo) • Area: Area (A), Cone (C), Radius (R)
Components: Verbal (V), Somatic (S), Material (M), Focus (F), Divine Focus (DF), XP Cost (XP)
Save: Fortitude (Fort), Reflex (Ref), Will (Will), Spell Resistance (SR)

MAGIC ITEMS & ABILITIES*

	Type	Save	Save DC	CL	Charges / Daily uses
1					
2					
3					
4					
5					
6					
7					
8					
9					

*Spell-Like Abilities, Wondrous Items, et al.

NOTES*

COMPANION*

Name

Race / Class

Level / HD

	Ability Score
STR Strength	
DEX Dexterity	
CON Constitution	
INT Intelligence	
WIS Wisdom	
CHA Charisma	

Ini	Speed	Hit Points	Current HP
AC	Fort	Ref	Will

Attack	Modifiers	Damage

*Familiar, Animal Companion, Special Mount, Psicrystal, et al.